

Mage Noir

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

PATH:
ORDER:
LEGACY:

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

Skills

MENTAL (-3 unskilled)

Rote Skill

Academics _____ 00000

Crafts _____ 00000

Investigation _____ 00000

Medicine _____ 00000

Occult _____ 00000

Politics _____ 00000

Science _____ 00000

_____ 00000

PHYSICAL (-1 unskilled)

Rote Skill

Athletics _____ 00000

Brawl _____ 00000

Drive _____ 00000

Firearms _____ 00000

Larceny _____ 00000

Stealth _____ 00000

Survival _____ 00000

Weaponry _____ 00000

SOCIAL (-1 unskilled)

Rote Skill

Animal Ken _____ 00000

Empathy _____ 00000

Expression _____ 00000

Intimidation _____ 00000

Persuasion _____ 00000

Socialize _____ 00000

Streetwise _____ 00000

Subterfuge _____ 00000

Other Traits

ARCANA

Death _____ 00000

Fate _____ 00000

Forces _____ 00000

Life _____ 00000

Matter _____ 00000

Mind _____ 00000

Prime _____ 00000

Spirit _____ 00000

Space _____ 00000

Time _____ 00000

MERITS

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

FLAWS

HEALTH

00000000000000

□□□□□□□□□□□□

WILLPOWER

000000000000

□□□□□□□□□□

GNOSIS

000000000000

MANA

□□□□□□□□□□

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WISDOM

10 _____ 0

9 _____ 0

8 _____ 0

7 _____ 0

6 _____ 0

5 _____ 0

4 _____ 0

3 _____ 0

2 _____ 0

1 _____ 0

Size: _____

Speed: _____

Defense: _____

Armor: _____

Initiative Mod: _____

Experience: _____

PROTECTIVE SPELLS: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute — Acanthus, Moros, Thyrus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana — 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points)
• Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5
• Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom

Mage Noir

ACTIVE SPELLS

Max = Gnosis+3

SPELLS CAST UPON SELF

Spell Tolerance = Stamina; -1 dice per extra spell.

NIMBUS

PARADOX MARKS

DEDICATED MAGICAL TOOL

ARCANA BASED TOOLS

EXPERIENCE

ARCANE EXPERIENCE

ROTES

ARCANA	LEVEL	NAME	DICE POOL	BOOK/PAGE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ENCHANTED ITEMS

TYPE	POWER	DICE POOL	MANA
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

WEAPON/ATTACK	DICE MOD.	SIZE	RANGE	CLIP
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

DESCRIPTION/NOTES
